**The 7th Citadel**

**Errata 1.9**

## Cards

**A0004 – Skill "Inspiration" (Arthen) – not critical**

Text modified to avoid Exploit: "Choose up to 2 cards in your Discard Pile. Discard this, and then add the chosen cards to your hand."

**A0079 – Skill "X" – not critical**

The "Ambush" trait is replaced by "**Brutal**".

**A0113 – Skill "Sleight of hand" – not critical**

Text modified to clarify effect: "When you are about to return a card with the keyword BARTER, you may look at the top 3 cards of your Action Deck. If 2 or more #M or #V class icons can be seen in their result areas, discard this instead of returning a card with the keyword BARTER. Then, shuffle the cards you looked at back into your Action Deck."

**A0166 to A0170 – Reflex Skill – not critical**

Clarification to avoid an exploit: "you may shuffle 1 other card...".

**A0436 – Adventure [050] – not critical**

The difficulty of the action increases from 1 to 2 to avoid an exploit of the consequence.

**A0445 – Adventure [050] – not critical**

Removal of "your '**You are in shape**' [purse] card or"

**A0551 – Adventure [126] – not critical**

Back: *"… and walk away with a magnificent reward?"*

Front: Read **(dialogue 132)**.

**A0605 – Adventure [162] – not critical**

The action's difficulty and consequences are changed, in order to make it more attractive.

**A0795 – Adventure [279] – not critical**

An "if available in the Adventure Deck" icon is added after the number [337].

**A0814 – Adventure [292] – critical only if players save on this *Terrain* card**

The number in the numbox pointing to the west must be [354] instead of [216].

**A0823 – Adventure [299] – not critical**

"Discard this." instead of "**Block** this".

**A0918 – Adventure [360] – and Z0001 – not critical**

Empty flag added on the back of the [360] card.
Creation of an alternative, scenario-specific version of the [360] card (unique IS Z0001).

**A0956 – Adventure [392] – not critical**

… and each involved character **returns** 1 card with the keyword **WEAKNESS**. If at least one involved character does, take 2 **[049]#** cards. Discard this.

**A0980 – Adventure [418] – not critical**

Immediately after performing a Recovery, if no **[451]** card is in play, you may take all **[451]#** cards. After revealing them, shuffle and…

## Threat booklets

**Dadachaem's awakening page 16 – not critical**

"Each player **blocks** all of their [purse] cards with the keyword **COMPANION,** and then **returns** all of their other [purse] cards that do not have a [padlock] icon, including those that are blocked."

**Drums of desolation (Conclusion B) page 7 – not critical**

**Return** all "**Objective**" **[carnet]** cards.
Each player:

- discards all of their **[blue hand]** cards.
- **unblocks** all of their **[blue hand]** cards.
- **shuffles** all the cards in their Discard Pile back into their Action Deck.
- **blocks** all of their cards with the keyword **COMPANION**.

Take a **[129]#** card and a **[009]#** card. If the latter is not available, take a **[493]** card.

## Dialogue Book

**Dialogue 144 and 398 – not critical**

"…you may read **(dialogue 599)**", instead of "… read **(dialogue 599).**"

**Dialogue 160 – not critical**

If you want to catch up to the old man and return his stellarscope, read **(dialogue 360)**. Otherwise, you should return to the Citadel with your prize: Check the "**initiated**" box of the quest "**Tradamus and the stellarscope**" and **banish** the *Permanent Event* card attached to your *Terrain* card that mentions the name **Tradamus**. Return the Dialogue Book.